

Olya Karnes-Lotterhos (213) 803-9705 | olyakarlott@gmail.com | <https://olyakarlott.wixsite.com/olya>

Technical Proficiencies

Tools: Katana, Maya, Arnold Render, Renderman, Vray, Xgen, Photoshop, Tractor, Deadline, Silhouette, Shotgrid, After Effects, NukeX, Framecycler, JIRA, DevTrack, Qube, Blender, MidJourney, and Unreal 5.

Skills: Expert lighting in Maya and Katana, advanced compositing in Nuke, technical troubleshooting, projection mapping, stereoscopic conversion, UV mapping, Vray rendering, Xgen, Crowds, FXs.

Professional Experience

Cashier

Burlington, October 2024 – Present

- Process transactions with precision, managing item scanning, payments, and returns.
- Enhance customer satisfaction through effective interaction management and a seamless shopping experience.

Lighting and Compositing Specialist

WildBrain, March 2022 – June 2023

- Project: Sonic Prime
- Designed and executed scene lighting in Katana, integrated diverse visual effects, and delivered final composites in Nuke.

Senior Lighting and Compositing Specialist

Icon Creative Studio, March 2021 – May 2022

- Projects: T.O.T.S Season 3, Fire Buds Season 1
- Led lighting for critical shots in Maya using Arnold Render, incorporated VFX as needed, and finalized composites in Nuke.

Senior Compositing Specialist

Digital Dimension, September 2020 – March 2021

- Project: Pretzel and the Puppies (Apple+ Production)
- Aligned personal shots with key references in Nuke, ensuring consistency, and completed composites to production standards.

Lighting and Compositing Specialist

Reel FX, September 2019 – September 2020

- Projects: Scoob!, Rumble
- Developed scene lighting in Maya, executed renders with Arnold using RST tool, and finalized composites in Nuke..

Lighting and Compositing Specialist

Cinesite, September 2018 – September 2019

- Project: The Addams Family
- Crafted lighting in Katana with Renderman, resolved technical issues, integrated EFX, and maintained visual continuity in Nuke.

Lighting and Compositing Specialist

Bardel Entertainment, November 2017 – June 2018

- Project: Dragon: Rescue Riders
- Produced lighting in Maya, rendered with Vray, and completed composites in Nuke, adhering to keymaster shot standards.

Education

Bachelor of Science in Computer Animation

Full Sail University, Winter Park, FL, February 2010